StarSystem + stats + last collisions collidetable + collidemap + bolts # xml # current stage # terrains # contterrains # drawList # GravitationalUnits # physics_buffer # current_sim_location # no_collision_time # name and 7 more... + StarSystem() + StarSystem() + ~StarSystem() + SetZone() + GetZone() + AddMissileToQueue() + UpdateMissiles() + UpdateUnitPhysics() + RequestPhysics() + activateLightMap() and 26 more... + beginElement() + endElement() + ProcessPendingJumps() # LoadXML() # beginElement() # endElement() # AddStarsystemToUniverse() # RemoveStarsystemFromUniverse() GameStarSystem + ~GameStarSystem()

